

The “D0P1” and the “DEPO” Conventions

Occasionally when you and your Partner are in the midst of seeking information when suspecting that a Small-Slam or Grand-Slam might be achievable, venturesome Opponents decide to interfere. Usually they are attempting to find a sacrifice that will prove profitable versus your possible Slam, but, in addition, they are making your bidding more difficult by interfering with the desired transfer of information between you and your Partner.

Interference bids under these circumstances sometimes occur, usually, at favorable vulnerability, for them. While their attempts may prove fatal for them (bridge-wise that is), it’s also a very real imposition to your ability to communicate the sought-after information necessary to confirm or refute the Slam that is being contemplated.

When this occurs, the Partners seeking Slam must attempt to calculate possible damages and assess the advantages and disadvantages of continuing to bid and/or of deciding to defend. If they decide to proceed, however, they require a method of continuing the transfer of the Ace-asking, or control-asking information, notwithstanding the interference. The “**DOPI**” and “**DEPO**” Conventions accomplishes this goal.

The “D0P1” Convention is a bidding tool used to indicate Aces or Key Cards when an Opponent has interfered with any Ace-asking or Control-asking sequence such as Gerber, Blackwood, or Roman Key-Card Blackwood.

”D0P1” is an acronym for Double Zero, Pass One, and then Up-the-Ladder

<u>Bid</u>	<u>Meaning</u>
“Double”	Zero Aces or Controls
“Pass”	1 Ace or Control
1 st (Next) Suit	2 Aces or Controls
2 nd (Next) Suit	3 Aces or Controls
Etc., Etc.	

Example:	<u>South</u>	<u>West</u>	<u>North (You)</u>	<u>East</u>
	1S	Pass	3S	Pass
	4-NT	5C	???	
	KXXX	XX	KJXX	KJX
	(“Double” to show no Aces)			
	AQXX	XX	KJXX	QXX
	(“Pass” to show 1 Ace)			
	AQXX	XXX	AQX	XXX
	(Bid “5D” to show 2 Aces)			
	AXXX	AX	AXXX	XXX
	(Bid “5H” to show 3 Aces)			

Some bridge Players play **Roman Keycard Blackwood** where the King of Trumps is considered an Ace so there are five Aces (called Key-cards) in the deck. If you play **RKC** and there is interference after a 4-NT bid, the responses change accordingly. A “double” usually shows 0 (zero) or 3 key-cards while a “Pass” shows 1 or 4 Key-cards. The next higher suit would then shows two key-cards without the Queen, while skipping a suit would show two keycards with the Queen.

If the interference prevents your side from stopping at the five level — if West bids 6H, for example — most Partnerships switch to **DEPO**: where a “Double” shows an Even number of Aces or Controls (0, 2 or 4); and a “pass” shows an Odd number (1 or 3).

“DEPO” is an acronym for Double Even, Pass Odd